

100

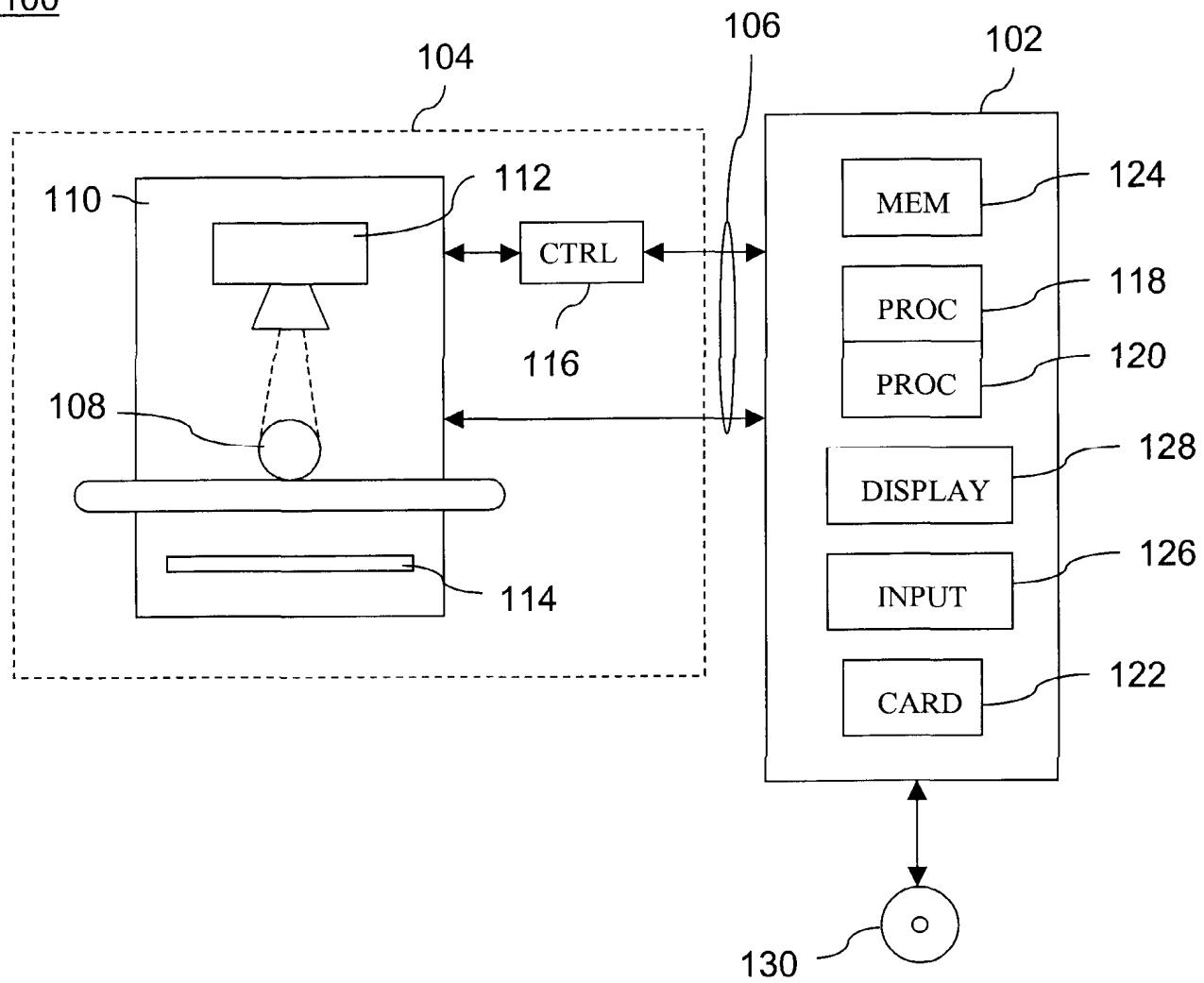


Fig. 1

200

202

16-bit offset or dark image (acquired at startup) subtracted from 16-bit radiographic image (continuously acquired) using native saturated arithmetic. Produces 16-bit image with negative pixels clipped to 0.

Convert results to 32-bit floating point format

204

Multiply converted 32-bit floating point, offset-corrected image by previously acquired gain normalization table

206

Perform non-functional pixel correction in 16-bit integer format (replace with average of neighboring pixels). hardware employing saturation arithmetic clamps result to maximum of 16-bit value using information obtained during system calibration.

208

Map 16-bit saturation value to an 8-bit palette index via a lookup table to establish an output pixel intensity having 1-of-256 shades of gray

210

Display real-time at \geq 30 frames per second

212

Fig. 2